

AMENDMENTS TO THE CLAIMS

1. (Currently Amended) A game system comprising a stationary game execution apparatus, a mobile game execution apparatus and a monitor, each of the game execution apparatuses executing a game in accordance with a game program,

the stationary game execution apparatus including:

an obtaining unit operable to obtain the game program and general image data, the game program indicating a game procedure, and the general image data being for display in accordance with progression of the game, wherein the game program does not include any general image data;

a write unit operable to write the obtained game program to a portable recording medium;

a generation unit operable to generate stationary image data and portable image data from the obtained general data, the stationary image data being suitable for display by the stationary game execution apparatus, and the portable image data being suitable for display by the portable game apparatus;

a transmission unit operable to transmit the generated portable image data over a network;

an input unit operable to receive an input operation from a user; and

an execution unit operable to execute, based on the received input operation, the game, in accordance with the procedure indicated by the obtained game program, and generate, in accordance with progression of the game, a stationary display image from the generated stationary image data, and output the generated stationary display image, the monitor displaying the output stationary display image, and

the portable game apparatus including:

a read unit operable to read the game program from the portable recording medium;

a reception unit operable to receive the portable image data over the network;

an input unit operable to receive an input operation from the user;

an execution unit operable to execute, based on the received input operation, the game, in accordance with the procedure indicated by the read game program, and generate, in accordance with progression of the game, a portable display image from the received portable image data; and

a display unit operable to display the generated portable display image.

2. (Currently Amended) The game system of Claim 1, further comprising a distribution server, the distribution server, including:

a storage unit operable to store the game program;

a read unit operable to read the game program from the storage unit; and

a transmission unit operable to transmit the read game program securely over the network, and

the mobile game execution apparatus further including:

a reception unit operable to receive ~~the game~~ a revised game program, which is a revised version of the game program, over the network; and

a write unit operable to write the received revised game program to the portable recording medium,

wherein, instead of the stationary game execution apparatus writing the game program to the portable recording medium, the mobile game execution apparatus writes the received revised game program to the portable recording medium.

3-10. (Cancelled)

11. (Currently Amended) A portable game execution apparatus that executes a game in accordance with a game program,

~~wherein a stationary game execution apparatus obtains the game program and general image data, the game program indicating a game procedure, and the general image data being for display in accordance with progression of the game, writes the obtained game program to a portable recording medium, generates stationary image data and portable image data from the obtained general data, the stationary image data being suitable for display by the stationary game execution apparatus, and the portable image data being suitable for display by the portable game apparatus, and transmits the generated portable image data over a network,~~

the portable game execution apparatus comprising:

a read unit operable to read the game program from ~~the portable~~ a portable recording medium on which the game program indicating a game procedure is recorded, wherein the game program does not include any general image data;

a reception unit operable to receive, over a network, portable image data generated by a stationary game execution apparatus, the portable image data being suitable for display by the portable game execution apparatus; ~~the portable image data over the network;~~

an input unit operable to receive an input operation from ~~the~~ a user;

an execution unit operable to execute, based on the received input operation, the game, in accordance with the procedure indicated by the read game program, and generate, in accordance with progression of the game, a portable display image from the received portable image data; and

a display unit operable to display the generated portable display image.

12. (Original) The portable game execution apparatus of Claim 11, wherein the reception unit securely receives the portable image data over the network.

13. (Currently Amended) The portable game execution apparatus of Claim 12, wherein ~~the stationary game execution apparatus generates, from the general image data, a portable image suitable for display by the portable game execution apparatus, and encrypts the generated portable image, thereby generating portable image data, and~~
the reception unit receives the portable image data generated by encrypting a portable image, and

the execution unit decrypts the received portable image data, thereby generating a portable image, and generates a portable display image from the generated portable image.

14. (Original) The portable game execution apparatus of Claim 13, wherein the portable recording medium further stores a distribution key used in the encryption of the portable image, and

the execution unit further reads the distribution key from the portable recording medium, and decrypts the received portable image data with use of the read distribution key.

15. (Currently Amended) The portable game execution apparatus of Claim 13,
~~wherein the stationary game execution apparatus generates a distribution key, generates, from the general image data, a portable image suitable for display by the portable game execution apparatus, encrypts the generated portable image with use of the generated distribution key, thereby generating portable image data, and transmits the portable image data over the network,~~
~~the distribution server apparatus generates a distribution key that is identical to the distribution key generated by the stationary game execution apparatus, and transmits the generated distribution key over the network,~~
the reception unit further receives the portable image data generated by encrypting a portable image with use of a distribution key,
the reception unit further receives the distribution key from ~~the~~a distribution server apparatus over the network, and writes the received distribution key to the portable recording medium, and
the execution unit further reads the distribution key from the portable recording medium, and decrypts the received portable image data with use of the read distribution key.

16. (Original) The portable game execution apparatus of Claim 11, wherein
the portable recording medium further stores state data indicating a state of progression of the game at a point at which the game was stopped part way through, and
the execution unit further reads the state data from the portable recording medium, and resumes the game from the point at which the game was stopped, with use of the read state data.

17. (Original) The portable game execution apparatus of Claim 11, wherein
the portable recording medium further stores address information indicating a connection location of the stationary game execution apparatus on the network, and
the reception unit reads the address information from the portable recording medium, and receives the portable image data from the stationary game execution apparatus shown by the connection location on the network indicated by the read address information.

18. (Currently Amended) The portable game execution apparatus of Claim 11, wherein

~~the~~ a distribution server apparatus stores ~~the game program~~ therein a revised game program, which is a revised version of the game program, and reads the revised game program and transmits the read revised game program over the network,

instead of the stationary game execution apparatus writing the game program to the portable recording medium, the reception unit further receives the revised game program over the network, and writes the received revised game program to the portable recording medium, and

the read unit reads the revised game program that has been written to the portable recording medium by the reception unit, from the portable recording medium.

19-21. (Cancelled)

22. (Currently Amended) A game execution method used in a portable game execution apparatus that executes a game in accordance with a game program,

wherein a stationary game execution apparatus obtains the game program and general image data, the game program indicating a game procedure, and the general image data being for display in accordance with progression of the game, writes the obtained game program to a portable recording medium, generates stationary image data and portable image data from the obtained general data, the stationary image data being suitable for display by the stationary game execution apparatus, and the portable image data being suitable for display by the portable game apparatus, and transmits the generated portable image data over a network, wherein the game program does not include any general image data,

the game execution method comprising:

a read step of reading the game program from the portable recording medium;

a reception step of receiving the portable image data over the network;

an input step of receiving an input operation from the user;

an execution step of executing, based on the received input operation, the game, in accordance with the procedure indicated by the read game program, and generating, in accordance with progression of the game, a portable display image from the received portable image data; and

a display step of displaying the generated mobile image.

23. (Currently Amended) A computer readable recording medium having a game execution program used in a portable game execution apparatus recorded thereon, that executes the portable game execution apparatus executing a game in accordance with a game program,

wherein a stationary game execution apparatus obtains the game program and general image data, the game program indicating a game procedure, and the general image data being for display in accordance with progression of the game, writes the obtained game program to a portable recording medium, generates stationary image data and portable image data from the obtained general data, the stationary image data being suitable for display by the stationary game execution apparatus, and the portable image data being suitable for display by the portable game apparatus, and transmits the generated portable image data over a network, wherein the game program does not include any general image data,

the game execution program comprising:

a read step of reading the game program from the portable recording medium;

a reception step of receiving the portable image data over the network;

an input step of receiving an input operation from the user;

an execution step of executing, based on the received input operation, the game, in accordance with the procedure indicated by the read game program, and generating, in accordance with progression of the game, a portable display image from the received portable image data; and

a display step of displaying the generated mobile image.

24. (Cancelled)

25. (New) A method used in a game system comprising a stationary game execution apparatus, a portable game execution apparatus, and a monitor, the stationary and portable game execution apparatuses executing a game in accordance with a game program, the method for the stationary game execution apparatus comprising:

an obtaining step of obtaining the game program and general image data, the game program indicating a game procedure, and the general image data being for display in

accordance with a progression of the game, wherein the game program does not include any general image data;

- a writing step of writing the obtained game program to a portable recording medium;

- a generation step of generating stationary image data and portable image data from the obtained general data, the stationary image data being suitable for display by the stationary game execution apparatus, and the portable image data being suitable for display by the portable game apparatus;

- a transmitting step of transmitting the generated portable image data over a network;

- an input step of receiving an input operation from a user; and

- an execution step of executing, based on the received input operation, the game, in accordance with the procedure indicated by the obtained game program, and generating, in accordance with the progression of the game, a stationary display image from the generated stationary image data, and outputting the generated stationary display image to the monitor, and

- the method for the portable game execution apparatus comprising:

- a read step of reading the game program from the portable recording medium;

- a reception step of receiving the portable image data over the network;

- an input step of receiving an input operation from the user;

- an execution step of executing, based on the received input operation, the game, in accordance with the procedure indicated by the read game program, and generating, in accordance with the progression of the game, a portable display image from the received portable image data; and

- a display step of displaying the generated portable display image.

26. (New) The portable game execution apparatus of Claim 18, wherein the revised game program has been prepared by a vendor of the game program.